

IN THE CLAIMS

1. (currently amended) A virtual space control method, comprising the steps of:
changing ~~a direction~~ an orientation of a prescribed part of a virtual character in a virtual space; and
~~changing a screen image moving a fixation point in the virtual space~~ in response to the change in ~~direction~~ orientation of the prescribed part, wherein the screen image represents a virtual field of view defined by a viewpoint other than a viewpoint of the virtual character.

2. (currently amended) The virtual space control method according to claim 1, wherein
the step of changing ~~a direction~~ the orientation of the prescribed part includes the ~~has a~~ step of changing ~~an~~ the orientation of a head of the virtual character as the change in ~~direction~~ orientation of the prescribed part, and
the step of changing the screen image includes the ~~moving a fixation point~~ has a step of ~~moving the fixation point~~ changing the viewpoint defining the virtual field of view in response to the change in orientation of the head of the virtual character.

3. (currently amended) The virtual space control method according to claim 1, further comprising the step of:
receiving a operation command input from the virtual character, ~~and~~

wherein the step of changing the orientation includes ~~a direction~~ has a step of changing the ~~direction~~ orientation of the prescribed part in response to ~~the~~ an operation command input.

4. (currently amended) The virtual space control method according to claim 1, further comprising the step of:

detecting an occurrence of a prescribed event, and

wherein the step of changing ~~a direction~~ the orientation includes ~~has~~ a step of changing the ~~direction~~ orientation of the prescribed part in response to the occurrence of the prescribed event.

5. (currently amended) The virtual space control method according to claim 1, further comprising the step of:

moving the virtual character in the virtual space, and

wherein the step of ~~moving a fixation point~~ changing the screen image has a step of ~~moving the fixation point in the virtual space~~ changing the screen image in response to a movement of the virtual character and to the change in ~~direction~~ orientation of the prescribed part.

6. (currently amended) The virtual space control method according to claim 5, further comprising the step of:

generating a prescribed object in the virtual space only when a ~~the~~ movement of the virtual character occurs, and the ~~direction~~ orientation of the prescribed part is changed ~~into~~ in a prescribed ~~direction~~ manner.

7. (currently amended) The virtual space control method according to claim 1, further comprising the step of:

setting target coordinates in the virtual space, ~~and~~

wherein the step of changing ~~a direction~~ has the orientation includes a step of changing the ~~direction~~ orientation of the prescribed part of the virtual character toward ~~the direction~~ of the target coordinates.

8. (currently amended) The virtual space control method according to claim 1, further comprising the step of:

setting a limit to ~~a direction~~ an orientation changeable range of the prescribed part of the virtual character.

9. (currently amended) The virtual space control method according to claim 1, further comprising the step of:

causing ~~operation~~ a change in orientation of another part of the virtual character influenced by ~~operation~~ the change in orientation of the prescribed part, the change in orientation of said another part being made in a pre-established prescribed ~~operating~~ proportion to the change in orientation of the prescribed part.

10. (currently amended) A computer-readable recording medium having recorded therein a virtual space control program to be executed on a computer, the virtual space control program being configured to execute the steps of comprising:

~~a step of changing a direction~~ an orientation of a prescribed part of a virtual

character in a virtual space; and

~~a step of changing a screen image moving a fixation point in the virtual space in~~
response to the change in ~~direction~~ orientation of the prescribed part, ~~wherein the screen~~
image represents a virtual field of view defined by a viewpoint other than a viewpoint of
the virtual character.

11. (currently amended) The computer-readable recording medium having
recorded therein the virtual space control program to be executed on a computer
according to claim 10, wherein

the step of changing a ~~direction~~ the orientation of the prescribed part includes the
~~has a step of changing an~~ the orientation of a head of the virtual character as the change
in ~~direction~~ orientation of the prescribed part, and

the step of changing the screen image includes the moving a fixation point has a
step of ~~moving the fixation point~~ changing the viewpoint defining the virtual field of
view in response to the change in orientation of the head of the virtual character.

12. (currently amended) The computer-readable recording medium having
recorded therein the virtual space control program to be executed on a computer
according to claim 10, the virtual space control program being further configured to
execute the step of comprising:

~~a step of receiving a~~ an operation command input from the virtual character, and

wherein the step of changing a ~~direction~~ the orientation of the prescribed part
includes ~~has a step of changing the~~ direction orientation of the prescribed part in response
to the operation command input.

13. (currently amended) The computer-readable recording medium having recorded therein the virtual space control program to be executed on a computer according to claim 10, the virtual space control program being further configured to execute the step of comprising:

~~a step of detecting occurrence of a prescribed event, and~~

wherein the step of changing ~~a direction~~ the orientation of the prescribed part ~~includes~~ has a step of changing the ~~direction~~ orientation of the prescribed part in response to the occurrence of the prescribed event.

14. (currently amended) The computer-readable recording medium having recorded therein the virtual space control program to be executed on a computer according to claim 10, the virtual space control program being further configured to execute the step of comprising:

~~a step of moving the virtual character in the virtual space, and~~

wherein the step of ~~moving a fixation point~~ changing the screen image has a step of ~~moving the fixation point in the virtual space~~ changing the screen image in response to a movement of the virtual character and to the change in direction of the prescribed part.

15. (currently amended) The computer-readable recording medium having recorded therein the virtual space control program to be executed on a computer according to claim 14, the virtual space control program being further configured to execute the step of comprising:

~~a step of~~ generating a prescribed object in the virtual space only when a the movement of the virtual character occurs, and the ~~direction~~ orientation of the prescribed part is changed ~~into in~~ a prescribed ~~direction~~ manner.

16. (currently amended) The computer-readable recording medium having recorded therein the virtual space control program to be executed on a computer according to claim 10, the virtual space control program being further configured to execute the step of comprising:

~~a step of~~ setting target coordinates in the virtual space, ~~and~~
wherein the step of changing ~~a direction~~ has the orientation includes a step of changing the ~~direction~~ orientation of the prescribed part of the virtual character toward ~~the direction~~ of the target coordinates.

17. (currently amended) The computer-readable recording medium having recorded therein the virtual space control program to be executed on a computer according to claim 10, the virtual space control program being further configured to execute the step of comprising:

~~a step of~~ setting a limit to ~~a direction~~ an orientation changeable range of the prescribed part of the virtual character.

18. (currently amended) The computer-readable recording medium having recorded therein the virtual space control program to be executed on a computer according to claim 10, the virtual space control program being further configured to execute the step of comprising:

~~a step of causing operation~~ a change in orientation of another part of the virtual character influenced by ~~operation~~ the change in orientation of the prescribed part, the change in orientation of said another part being made in a pre-established prescribed ~~operating~~ proportion to the change in orientation of the prescribed part.

19. (currently amended) A program execution apparatus, that executes a virtual space control program, the virtual space control program ~~comprising~~ being configured to perform the steps of:

~~a step of changing a direction~~ an orientation of a prescribed part of a virtual character in a virtual space; and

~~a step of changing a screen image moving a fixation point in the virtual space~~ in response to the change in ~~direction~~ orientation of the prescribed part, wherein the screen image represents a virtual field of view defined by a viewpoint other than a viewpoint of the virtual character.

20. (currently amended) The program execution apparatus according to claim 19, wherein

the step of changing ~~a direction~~ the orientation of the prescribed part includes the ~~has a~~ step of changing ~~an~~ the orientation of a head of the virtual character as the change in ~~direction~~ orientation of the prescribed part, and

the step of changing the screen image includes the ~~moving a fixation point~~ has a step of ~~moving the fixation point~~ changing the viewpoint defining the virtual field of view in response to the change in orientation of the head of the virtual character.

21. (currently amended) The program execution apparatus according to claim 19, the virtual space control program being further configured to perform the step of comprising:

~~a step of~~ receiving a operation command input from the virtual character, ~~and~~
wherein the step of changing the orientation includes ~~a direction~~ has a step of changing the ~~direction~~ orientation of the prescribed part in response to the an operation command input.

22. (currently amended) The program execution apparatus according to claim 19, the virtual space control program being further configured to perform the step of comprising:

~~a step of~~ detecting an occurrence of a prescribed event, ~~and~~
wherein the step of changing ~~a direction~~ has the orientation includes a step of changing the ~~direction~~ orientation of the prescribed part in response to the occurrence of the prescribed event.

23. (currently amended) The program execution apparatus according to claim 19, the virtual space control program being further configured to perform the step of comprising:

~~a step of~~ moving the virtual character in the virtual space, ~~and~~
wherein the step of ~~moving a fixation point~~ changing the screen image has a step of ~~moving the fixation point in the virtual space~~ changing the screen image in response to a movement of the virtual character and to the change in ~~direction~~ orientation of the prescribed part.

24. (currently amended) The program execution apparatus according to claim 23, the virtual space control program being further configured to perform the step of comprising:

~~a step of~~ generating a prescribed object in the virtual space only when a the movement of the virtual character occurs, and the ~~direction~~ orientation of the prescribed part is changed ~~into~~ in a prescribed manner ~~direction~~.

25. (currently amended) The program execution apparatus according to claim 19, the virtual space control program being further configured to perform the step of comprising:

~~a step of~~ setting target coordinates in the virtual space, ~~and~~
wherein the step of changing ~~a direction~~ has the orientation includes a step of changing the ~~direction~~ orientation of the prescribed part of the virtual character toward ~~the direction of~~ the target coordinates.

26. (currently amended) The program execution apparatus according to claim 19, the virtual space control program being further configured to perform the step of comprising:

~~a step of~~ setting a limit to ~~a direction~~ an orientation changeable range of the prescribed part of the virtual character.

27. (currently amended) The program execution apparatus according to claim 19, the virtual space control program being further configured to perform the step of

comprising:

~~a step of causing operation~~ a change in orientation of another part of the virtual character influenced by ~~operation~~ the change in orientation of the prescribed part, the change in orientation of said another part being made in a pre-established prescribed ~~operating~~ proportion to the change in orientation of the prescribed part.

28. (currently amended) A computer, that executes a virtual space control program, the virtual space control program comprising being configure to perform the steps of:

~~a step of changing a direction~~ an orientation of a prescribed part of a virtual character in a virtual space; and

~~a step of changing a screen image moving a fixation point in the virtual space~~ in response to the change in ~~direction~~ orientation of the prescribed part, wherein the screen image represents a virtual field of view defined by a viewpoint other than a viewpoint of the virtual character.